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🌐 offz.me

👤 Offz

EXPERIENCE

Mine In Abyss

(Nov 2018 - Present)

Senior Developer & Sysadmin

- Led many open source projects, reviewed pull requests, organized meetings to keep team members on track
- Created many gameplay mechanics, using SQLite to store and query persistent data
- Created automated systems for server deployment and configuration propagation with Ansible and Docker
- Set up an automated deduplicated backup system with AWS S3 and restic
- Ran a coding club to help new members contribute to the project and learn to code

🔗 mineinabyss.com

PROJECTS

Geary

(Nov 2020 - Present)

Entity Components System (Kotlin)

- Designed an engine backend for efficient, modular handling of entities in computer games
- Wrote extensive documentation and a user guide to let others to quickly learn and use the API
- Made heavy use of OOP design principles to create more extensible and testable code
- Used data oriented design principles to structure the application for better performance
- Improved system reliability by writing over 50+ unit tests for a variety of engine components.

🔗 github.com/MineInAbyss/Geary

Sports Venue Manager

Android Application (Java, Android Studio)

- Used agile development life cycle with scrum to efficiently distribute work among a team of 6
- Followed modern Android app architecture standards, enforcing unidirectional data flow to create more maintainable and stable code using the MVM design pattern
- Implemented backend calls using Firebase for data storage
- Designed UI components using Google's Material 3 toolkit

🔗 github.com/Offz/CSCB07-final

Clicky

Online voting room (Python, Django, HTML/CSS)

- Designed the frontend and backend for a voting application written in Django
- Created reliable client-server interactions, avoiding race conditions to ensure correct vote counts

🔗 github.com/Offz/Clicky

Rock Bottom

72h Game Jam Submission (C#, Unity)

- Built a physics based puzzle game in Unity C#, using an event driven architecture
- Ranked 551st overall out of 4959 submissions
- Created all assets and code to deliver a working product on a tight deadline of 72 hours

🔗 github.com/Offz/Ludum-Dare-46

EDUCATION

University of Toronto Scarborough

(Sep 2021 - Present)

Candidate, Honours Bachelor of Science, Computer Science Specialist (Co-op)

Awards: University of Toronto Entrance Scholarship (\$3000)